

An Open Invitation to the Factory

A building is taken up by its occupants. Inside of a building people make believe choices with objects. One person is given a clock, a desk, and a computer. This is not yet enough. Another person is not necessary.

More people are invited into the factory. The more people who can come and are a part of the factory; the stronger the factory becomes.

All are invited into the factory on one condition: that their contribution to the factory does not compromise the factory. The factory would go up in smoke. In time the factory will go up in smoke.

Each room in a factory has engines, worker engines I believe they called them, and it is responsible to make these engines work.

Furniture sits in the factory.

Many days were spent inside. The gates were locked from the outside. The people who came into the factory decided that they wanted to stay all day and they used sinks and ate meals in the factory.

If there is sleep, it is brief.

Getting back to the discussion of objects. If an object is useful, why not? Keeping a surplus of useless objects is helpful in an economy. A shovel, a pickaxe, and a pair of worker's overalls could be handy. (Too many useless objects could pose, on the other hand, pose a problem. Consider limiting the notion of necessity.)

The maintenance of the factory requires energy. There is often a semi-reliable source for energy. It is key to build a flexible connection to bring that energy to where it is needed. If the energy does not arrive in a timely manner, this may be cause for using an alternative.

There is rarely music in the factory. When there is it can be misconstrued as something that is frightening. Silence is preferable, but the sound of a train ...